

Backstage

A SPECIAL NEWSLETTER – FOR SUBSCRIBERS ONLY

That show sensation



After five days at the Future Entertainment Show, Steve Jarratt was a quivering, gibbering wreck of a man – a remarkable improvement.

Hello again, subscriber-types. I would welcome you to *Backstage* with a cheery 'hello' and a smile but, to be honest, I'm knackered. It's the Future Entertainment Show you see – after being on stage for five days, and coming back to the last issue's deadline havoc, I'm all tuckered out – and haven't been right since.

I'd certainly like to thank everyone who came and saw us at Earls Court and made the Amiga Theatre such a success. The Amiga stage was facing the back of the hall, sandwiched between the rowdy console mob and the saddy PC lot, who spent all five days playing *Doom II*.

Nevertheless, the Amiga presentations proved very popular – especially the games slots and the amazing *Lightwave* tutorial by Andy Bishop of Premier Vision.

With our Theatre, a dedicated Amiga stand and several companies selling Amiga products, I don't think the Amiga fraternity came off too badly, in a show destined to be dominated by consoles and PCs.

Once again Amiga owners made up about 30% of the 30,000 attendance, proving just how loyal you lot are. Certainly you helped make the show a success and so you've pretty much ensured that the FES will happen again (hopefully bigger and better) in 95.

And now for some of your letters...

DEAR BACKSTAGE,

When is Amiga Format not Amiga Format? When it's either PC Format, Mac Format or Amiga Shopper. And yes, something certainly cocked up BIG. Well someone – but hey, it's only the Amiga and more to the point, Amigaholics, only real addicts would stick with a completely (expensive deleted) company – or ex-one. It couldn't even die properly – just a slow drawn-out slither of decay. Even with a management buy-out.

Am I missing something or were these people not in charge in the UK before, so what changes will occur?

Anyway, before this verbal diarrhoea becomes a cholera epidemic (ugh – *Sf*), why did we get the little booklet on modems and the Net (plus A1200 and CD-ROM) as well as issue zero of... *net*? And what happened to that new all-format *Ultimate* mag preview – must have been so hot it evaporated!

Mark Saunders, Poulton

Well, I don't have a clue what the first part of your letter is about. However, your comments about the UK arm of Commodore are definitely unfair.

Commodore was a US-owned and run company: major policy decisions (such as releasing the underspeeded and decidedly unwanted A600) were made entirely in the US. And it is the US which is directly to blame for the massive losses that the company incurred.

All the while that Commodore were sliding down the tubes, the UK division was the only one making any money worth talking about – due, in part, to the efforts of David Pleasance and Colin Proudfoot – the men who (whether you like it or not) will be taking the Amiga range into the next century. Probably.

The Ultimate Future Games supplement seems to have mysteriously gone missing from subscriber's copies. Still, the mag only costs 95p – give it a whirl!

DEAR BACKSTAGE,

My November issue dropped through the letterbox this morning and I eagerly turned to the *PageStream 3.0* review to see if the magazine's view of the program concurred with mine and I found that it broadly did, with the exception of the crashes. Soft Logik need a very good kick over the release of this program and if I had paid full price for it, rather than an upgrade, I would feel very aggrieved indeed and would be demanding my money back under the Sale Of Goods Act. My version 2.2 stays on the hard drive for the moment! A 22 per cent score was about right.

Unfortunately, Amiga Format have committed the same sin as Soft Logik in attaching *Sensible Golf* to the magazine cover. I would not even give this disk 22 per cent

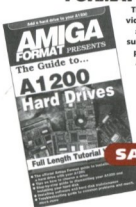
Continued overleaf →



We have to admit our *Sensible Golf* demo was a bit rough, although we managed to finish all the holes.

AMIGA
FORMAT

Subscribers' video offer



The Amiga Format videos normally cost £14.99 each, but subscribers can save pounds with this amazing special offer!



SAVE £££

CREDIT CARD
HOTLINE 0225 822511

Buy any two Amiga Format videos for only £19.95 and any additional ones for just £9.99 each!

(Including postage and packing)

Take advantage of our exclusive-to-subscribers offer of two videos for the special price of £19.95 (normal price £29.98). Additional videos cost just £9.99 each. Check out our range of Amiga Format videos in this month's issue, then send in the coupon you'll find over the page.

COMPETITION TIME

A couple of *Backstages* ago I asked you to do two things:

- 1) Render me a nice picture of the Amiga office, and...
- 2) Answer what I (mistakenly) thought was a quite ludicrously simple question about Sensible Software.

The only person who even vaguely fulfilled part 1) is Peer Ilse of Denmark. His picture of a desk (which is a darn sight neater than mine, by the way) is enough to win him £450 worth of *Lightwave 3D*. So if you're thinking to yourself 'I could have done better than that' you can just kick yourself for being so lazy and not doing any better. Well done Peer. Enjoy *Lightwave*.

Secondly, I wanted the name of Sensible Software's first Amiga game. And no-one got it right: it wasn't *Mega-Lo-Mania*, it wasn't

Wizball and it certainly wasn't *Parallax* (a C64 game if I'm not mistaken). No, it was *3D International Tennis*. So now you know!

Well, I've still got a whole pile of games to give away so I guess I'd better send them to D Latham of Kingsley in Cheshire, who was wrong, but not as wildly off the mark as everyone else. The games are winging their way to you, D.

This month I've got a brand spanking new copy of *Digitas' Wordworth 3.1 SE* to give away to a lucky, lucky subscriber. Obviously asking you to actually do anything difficult results in a dearth of entries, so I'm just going to ask you this:

In 30 words or less, what's the first thing you'd write with your copy of Wordworth 3.1 SE and why would you write it?

Join your answers on a postcard or sealed envelope and send them to the same old



The Amiga Format office as envisaged by Peer Ilse of Denmark, who wins a copy of *Lightwave*.

address you send everything else: *Backstage*, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW. You've got about a month, so get cracking - there's £70 worth of word publishing package just sitting here on my desk waiting to be claimed!

because it is unusable and will be consigned straight to the blank disk box! I tried using the disk after removing my memory expansion and it crashed as soon as I tried to hit the ball! You should rectify the situation next month by giving a truly free disk with the mag. The computer press needs to clean up its act just as much as the software companies need to release worthwhile products, otherwise the only customers you and they will be left with are true enthusiasts.

T O Party

I'm glad you back up Marcus's opinion of PageStream 3.0. In this issue there's a letter from Soft Logik quibbling over certain aspects of the review, but while we admit to one or two minor discrepancies, the bulk of the review stands. Check out Marcus's reply. Sadly, I have to agree with you over Sensible Golf. Issue 65 turned into *Coverdisk hell* - not only did we slap a knackered version of Pixel 3D Pro on the *Coverdisk* (our fault!) but the *Golf* demo was flawed and generally unfinished.

I wasn't overly impressed with it but it did run and I played all three holes with it. Hopefully last issue's *(Tiger Cub and that great Zeewolf demo)* plus this month's superb triple whammy should help us regain favour with you!

Thanks for your missives: both these guys win a selection of books from our books division (well, actually it's a bloke called Rod, but 'book division' sounds better).

BACKSTAGE GAMES

Encouragingly, the last couple of cartridge-to-Amiga conversions have been superb. Firstly *Aladdin*, with its huge, yet fluidly moving sprites, captured the imagination and then *Acclaim's* quite superb *Mortal Kombat II* had the AF office in raptures. And we never play beat-em-ups if we can help it.

Anyway, the point I'm trying to make is that it's becoming increasingly obvious that there's a huge range of quality cartridge games which could, with the minimum of fuss, be converted to the Amiga. Virgin have already lined up Disney spin-offs *The Lion King* and *Jungle Book* for conversion and let's hope this encouraging trend continues.

Speculation is rife in the Amiga Format office about which game will take the number one slot in the charts this Christmas. The smart money is on *Sensible World Of Soccer* which could pick up some of the highest review scores in the history of Amiga games, but then what about *Cannon Fodder 2*, Sensible's other huge Yuletide release? Both these have to be joint favourites, and the only likely contender to upset the Sensible bandwagon is the bloodthirsty, yet amusing and wondrously playable *Mortal Kombat II*.

Here's the current betting in the AF office: Evens: *Sensible World Of Soccer*; 2-1 *Cannon Fodder*; 5-1 *Mortal Kombat II*; 10-1 *Lemmings 3/Rise Of The Robots*; 100-1 outsider *Mr Blobby*.

SPECIAL SUBSCRIBERS' ONLY OFFER!

TV*TEXT UPGRADES

If you enjoyed our TV*Text Coverdisk from October, you'll be delighted to hear that this month our subscriber's-only special offer concerns the much-improved TV*Text V2 upgrades.

For full details of these packages, please see the upgrade pages of *Amiga Format* (p20, 21) - hurry though because stocks are limited.

TV*TEXT V2 UPGRADE

Magazine price:	£59.99
Backstage price:	£44.99

TV*TEXT V2 FULL PACKAGE

Retail price:	£129.99
Magazine price:	£89.99
Backstage price:	£74.99

Write to Backstage

If there's anything you would like to see in *Backstage* or *Amiga Format*, write to:

Backstage,
Amiga Format,
30 Monmouth Street,
Bath, Avon BA1 2BW.

**AMIGA
FORMAT**

Video offer order form

Please send me the following two videos for only **£19.95** and any additional videos for just **£9.99** (send me 4)

- | | |
|------------------------------------|---------------------------------|
| Get The Most Out Of Personal Paint | AF0001 <input type="checkbox"/> |
| Introduction To The A1200 | AF0002 <input type="checkbox"/> |
| Guide To A1200 Hard Drives | AF0003 <input type="checkbox"/> |
| Upgrading Your Machine | AF0004 <input type="checkbox"/> |
| Music-X Tutorial | AF0005 <input type="checkbox"/> |
| Guide To Multimedia | AF0006 <input type="checkbox"/> |
| Beginner's Guide To Desktop Video | AF0007 <input type="checkbox"/> |
| Advanced Guide To Desktop Video | AF0008 <input type="checkbox"/> |
| Get The Most Out Of Clarissa | AF0009 <input type="checkbox"/> |

Total order _____

Method of payment (please tick one) VISA ☐ ACCESS ☐ CHEQUE ☐ PO ☐

Credit card no _____ Exp date _____

Please make cheques payable to Future Publishing Ltd

Name _____

Address _____

Post code _____

Signature _____

Now send this form to **Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.**

☐ Tick here if you don't want to receive special offers from other carefully-selected companies.

Subscriber Superdisk

Jason Holborn has put together another fabulous collection of programs for your Superdisk.



ON THIS MONTH'S DISK...

DENVER DUCK: Give the old grey matter a workout with this brilliant little puzzle game.

REORG: Hard disk in a clutter? Floppy disks running at a snail's pace? Why not reorganise them with ReOrg?

PHONEDIR: Keep track of your friends, relatives and business acquaintances with this handy phone directory utility.

KEYS PLEASE: Get the ASCII and raw key code of any key on your keyboard in seconds.

FLICK: Play PC FLI-format animations on your Amiga. Includes sample animation.

PRTSK: Dump any screen to your Preference-supported printer simply by pressing the PrtSc key on your keypad.

...

BACKUP: Got a hard drive? Don't lose your data - back up your hard drive with the best PD hard drive back-up program available.

WBSM: Control the contents of your WBStartUp drawer with ease.

MEMON: Examine your Amiga's memory with this compact and bijou memory monitor.

CGFONTS: Enhance your DTP and word processing documents with this pair of outline fonts.

OCTAMED TUNE: Get into the groove with another great music module for OctaMED 5.

IMAGINE OBJECT: Take to the skies with this wonderfully detailed triplane object for Imagine.

GETTING STARTED

You can access all the programs and files on this month's Amiga Format Subscribers' Superdisk simply by inserting a copy of the Workbench disk into the internal drive of your Amiga and then switching on.

Once Workbench has loaded, replace it with your Subscribers' Superdisk and a disk icon appears labelled SUBDISK.

Before you attempt to use any of the programs on your Superdisk, make a back-up of the disk using the procedure that's detailed in the Coverdisk pages in this month's issue of Amiga Format.

Once you've made a back-up, store the original disk in a safe place and run all the programs from your copy.

DENVER DUCK

If all the techie utilities on this month's Subscribers' Superdisk are too heavy duty for your computing tastes then indulge yourself in some puzzle game fun with *Denver Duck*. Written completely in AMOS Professional, *Denver Duck* is a simple puzzle which is played entirely with a joystick plugged into port 2.

The basic idea is to push together the yellow and red diamond blocks scattered around the screen so that they are aligned in a continuous vertical or horizontal line. Once this is done (which, take it from me, is no mean feat), you'll move on to the next (and more challenging) screen.

Plaguing your every move are a variety of nasty blobs that patrol each screen - come into contact with one of these nasties and you're history!

To make life easier, some blocks can be pushed by moving Denver next to them, pushing him into the block and then pressing Fire. This little trick is quite important because you'll need to push the diamond blocks around to align them.

KEYS PLEASE

If you're a programmer then you'll love this little Workbench accessory. *Keys Please* displays raw key codes or 7 and 8-bit ASCII values in an instant. OK, so it's nothing spectacular, but - as the saying goes - the best ideas are often the simplest.

REORG

Have you noticed that the older a disk is the slower it seems to deliver data to your Amiga? Unlike humans, disks aren't affected by old age. Instead, they appear to slow down due to fragmentation - that is, the contents of the disk become so disorganised that the Amiga's disk operating system is forced to split files into several chunks in order for them to fit on to the fragments of free disk space.

ReOrg is a handy utility that essentially defragments the contents of any valid AmigaDOS device (floppy drives and hard disks) so that the files on those devices are not split. As with all programs that manipulate the data on a floppy or hard disk, never use *ReOrg*



With *Keys Please* you can find the ray key code of any key or the ASCII value of any character without having to use programming reference books.

on a device that has not been backed up (even then, only work on the back-up). Although the chances of something going wrong is very slim, neither the author of *ReOrg* or Future Publishing will accept liability if *ReOrg* accidentally loses any of your data. You have been warned - back up your data first.

Warnings aside, *ReOrg* is a brilliantly useful tool. Not only does it speed up the loading and saving of files from disk, but directory

Continued overleaf →

GET ORGANISED WITH PHONEDIR

There are plenty of address/phone book-type programs available in the Amiga PD libraries but none so straightforward and as easily accessible as this.

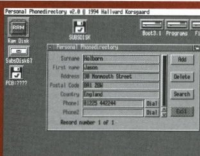
PhoneDir may not be as comprehensive a program as many of its competitors but for no-nonsense processing of names, addresses and phone numbers, no other similar program has its versatility.

The great thing about *PhoneDir* is the way that it blends in so beautifully with the Workbench environment. Not only does it run

in a very simple and unobtrusive window, but it can also be hidden like a commodity and then called back into view simply by selecting its name from the Workbench Tools menu (which it automatically modifies for you). What this means is that you can place *PhoneDir* into your WBStartUp drawer and then forget about it until it's really needed.

In order for *PhoneDir* to work, a library file must be installed on to your Workbench. Load up the Shell program and then enter the following line:

Copy SUBDISKPhoneDirLib\reorglibrary LIBS



Organise your address book with this brilliant phone directory accessory.

CG FONTS

CG FONT CG Font

Add polish to your to your desktop publishing and word processing documents with these two beautifully formed outline fonts.

These CompuGraphic outline fonts can't be used with the PageSetter 2 Coverdisk from AF63 but they are still very useful to have.

To install the LithographExtBul and Squire fonts first boot from your normal Workbench system disks and follow these three steps:

- 1 Run the Fountain (or Intellifont if you have an A1200 or an A4000) program in your System directory and insert the Subscribers' Superdisk in any drive.
- 2 Click on the gadget at the top right of the screen under Outline Font Source and then select SUBDISK from the list of volumes. Now click on the CG Fonts drawer and click on OK. The font on the Superdisk should then be shown in the Source Typefaces list.

- 3 Click once on the font (a + symbol appears next to it) and then click on Install Marked Typefaces. After a bit of disk swapping, the font is installed on to your Workbench disk.

You may find that there is not enough free space on your Workbench and so some of your files may have to be removed.

IMPORTANT: Don't forget to always work on a back-up of your Workbench disk.

➤ handling gets a considerable boost too as the Amiga's directory track is automatically reorganised. Defragmenting a disk lessens the workload of your Amiga's disk drives too because the disk head isn't forced to jump between sectors. Anyway, read the documentation and give it a try.

PRtSc

If you've bothered to examine your Amiga's numeric keypad then you may have noticed that one of the keys (the * key) has the label PrtSc printed on its front. Short for Print Screen, this key is designed to provide the user with a quick and easy method of getting a printed graphic dump of the current screen. Unfortunately, it doesn't work. According to Commodore, the PrtSc label was added simply to ensure compatibility with PC emulators.

Help is at hand, however, in the shape of PrtSc, a brilliantly simple utility that gets the PrtSc key working as it is should. Like most programs, you'll need at least a Workbench 2.0-based Amiga. Once PrtSc is up and running (double-click on its icon to run it), any Intuition-based screen can be dumped to a Preference-supported printer simply by pressing Shift and the PrtSc key.

FLICK

Flick is a handy utility which allows you to view PC animation files stored in the common .FLI format on your Workbench 2.0 (or greater)-based Amiga. FLI files are commonly

generated by the PC animation and ray tracing packages AutoDesk Animator and 3D Studio. Although Flick can't convert these files to the Amiga's own ANIM format, you can at least view them on your Amiga without having to use a PC.

Using Flick is very easy indeed. Double-click on its icon and a file requester appears asking you to select the file you wish to view. We have included a sample animation on the Subscribers' Superdisk in the drawer Animis which you can play with.

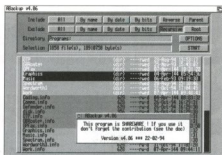
If you don't have an AGA-based Amiga which can display VGA .FLI files, Flick automatically knocks the animation down so that it can be displayed in standard Amiga HAM format. Once you've watched the animation, press Escape to quit.

ABACKUP

OK, so hard disk back-up utilities are 10 a penny (Commodore even include one) but few are as good as ABackup.

Like all hard disk back-up utilities, ABackup's role in life is a simple one – to enable you to back up your hard disk to a series of floppy disks. ABackup makes use of the XPK compression libraries to crunch data on to disks, therefore reducing the number of disks required.

Boasting a full Workbench 2.0-compliant user interface, ABackup is very simple to use but – like all programs of this type – be sure that you read all the documentation



Back up your hard disk data with ABackup – or take the risk of losing it.

thoroughly before backing up or restoring data to your hard drive.

WBSM

Adding the WBStartup drawer to Workbench was probably one of the best moves that Commodore's software engineers ever made – for the first time, Amiga users could control what software was loaded during boot up without having to get involved with the Amiga's Shell environment and Startup-Sequence.

As your Amiga becomes more powerful, you'll probably find that the WBStartup drawer fills faster than the AF team's beer glasses when it's the publisher's round. But how do you control what programs are loaded and which are ignored? Use WBSM.

WBSM allows you to temporarily disable any of the programs in your WBStartup drawer without having to manually transfer the programs to another directory. When loaded, WBSM displays a list of what programs are currently in the WBStartup drawer. You can then click on any of the programs to turn them on or off.

MEMON

Have you ever wanted to know the contents of your Amiga's hardware registers without having to mess around with Assembly language? With Memon, this becomes reality.

Memon provides a quick and easy method of interrogating any byte, word or long word memory address from the Workbench. In addition, it can also perform base conversation (binary, decimal and hex) and it can also display the ASCII code for any character you choose to feed it. What's more, it's tiny too – just 13K! Doesn't Memon deserve a place on your Workbench disk?

BE A SUBS' DISK STAR!

Have you written a utility or a game that you'd like to share with your fellow subscribers? Or perhaps you've created a tune with OctaMED, an Imagine 3D object or an outline font you think that other subscribers would be interested in obtaining. If so, why not get them published on the Amiga Format Subscribers' Disk?

If you want to submit programs for consideration, or if you have any suggestions or comments on the types of program you'd like to see on the Subscribers' Superdisk, please write to:

Jason Holborn,
Amiga Format Subscribers' Superdisk,
Future Publishing,
30 Monmouth Street,
Bath, Avon BA1 2BW.

COVERDISK EXTRA!

We're not the sort of magazine that gives out a brilliant commercial program like OctaMED or Imagine and then leaves you in the dark with no tutorials and no accessory files. Far from it. On this month's Subscribers' Superdisk you'll find support files for both OctaMED and our Imagine Coverdisks.

OctaMED users will find a music module entitled Apocalypse.MOD which can be loaded directly into your OctaMED Coverdisk and played at an annoyingly loud volume for best effect.

If ray tracing is more your scene, why not give the Triplane object a starring role in your Imagine-rendered scenes and animations.



Those magnificent men in their flying machines. They go up, diddly up dup, they go down, diddly um down etc...